LEGO ROCK RAIDERS

Map Test

1. Work through all Checklists for any missing/incorrect features/functions.
2. Check for graphical errors/inconsistencies within the gameplay area (corruption/flickering/
   Re-draw).
3. Try and force the Mini-Figs/Vehicles to get stuck in all areas of the playfield.

Miscellaneous Tests

1. Check how each Mini-Fig/Vehicle behaves on each terrain. Cover all areas of the map to see how they affect the performance of the Mini-Fig/Vehicles.
2. Test the AI of the characters, i.e. do they run away or attack Monsters when your base is attacked? (Use Mini-Fig AI Checklist)
3. When you select a Mini-Fig/Vehicle, do they respond 1st time or do you have to continually click to get them to move to a specified location? (Use Control Checklist)
4. Check that all elements and functions work correctly within each mission and tutorial. (Use Mission/Tutorial Checklists)
5. Test to see if upgrading Mini-Figs gives requested abilities.
6. Check that all Mission Tutorials are fully achievable and that the overall objective can be reached.
7. Check through manual to see if there are any inconsistencies relating to the game and vice-versa.
8. Test that all menu functions are correct.